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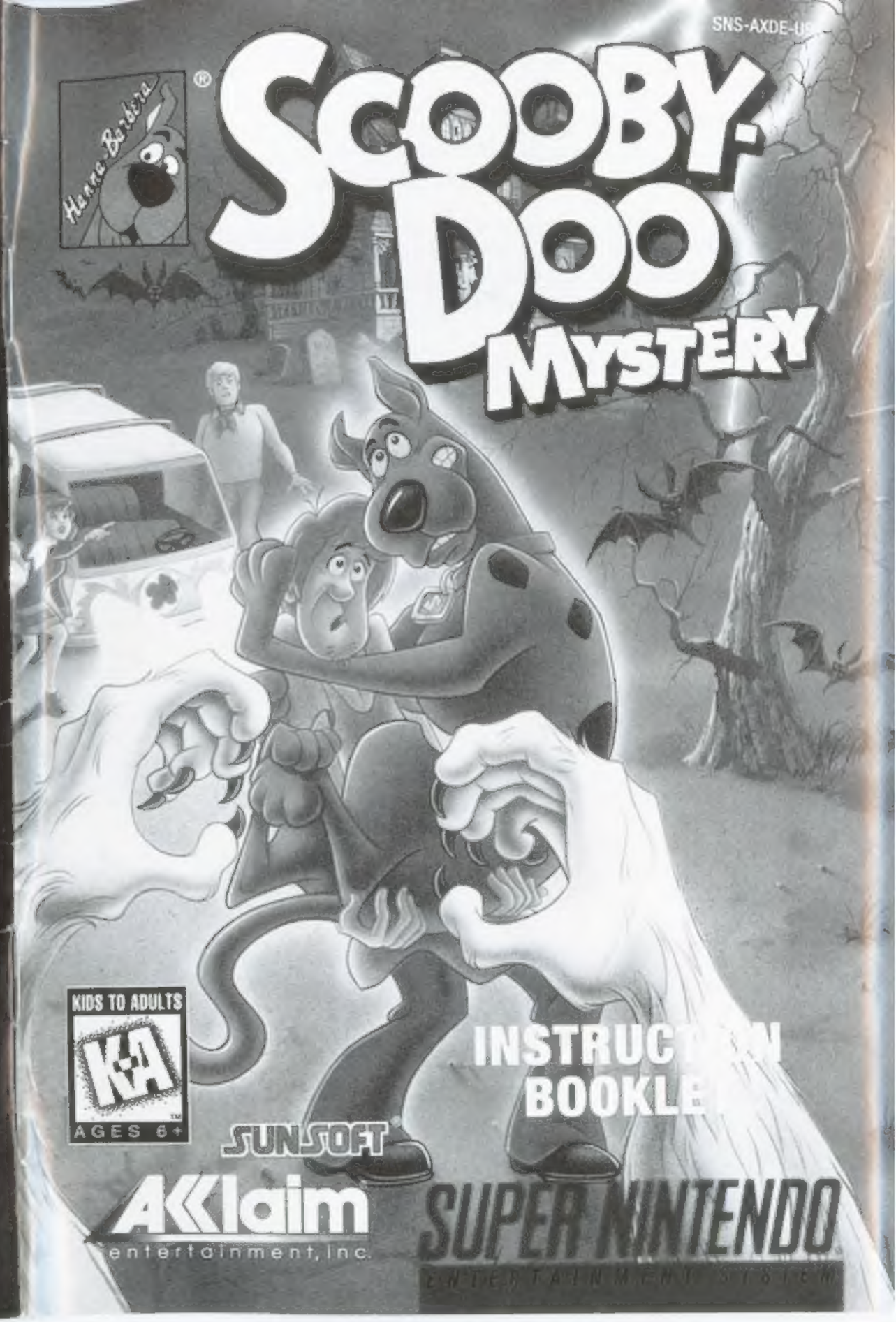

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Scooby™ and Shaggy™ are off on another adventure, full of mystery and snacks! You'll have your paws full trying to solve puzzles, set traps, and still have time to eat!

LOADING:

1. Make sure the power switch is OFF.

2. Insert the Scooby-Doo Game Pak as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM® instruction manual.

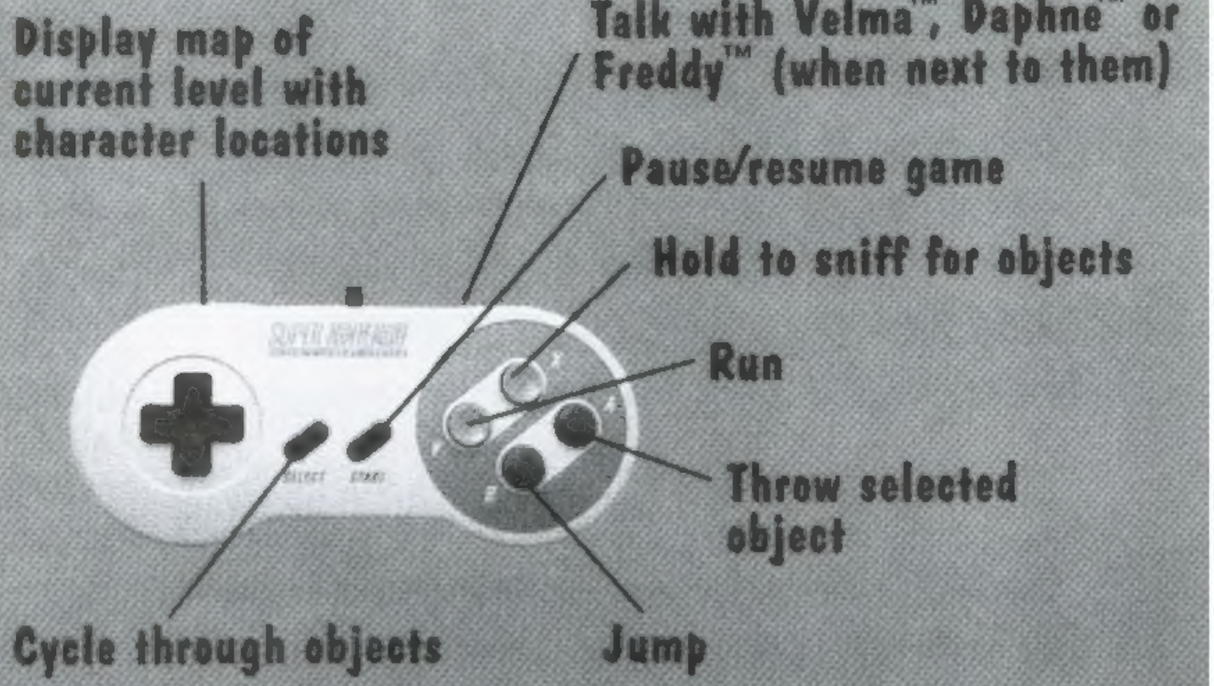
3. Turn the power switch ON.

When the Scooby-Doo title screen appears, press the START BUTTON. To begin game play after or before setting options, highlight New Game and press the START BUTTON.

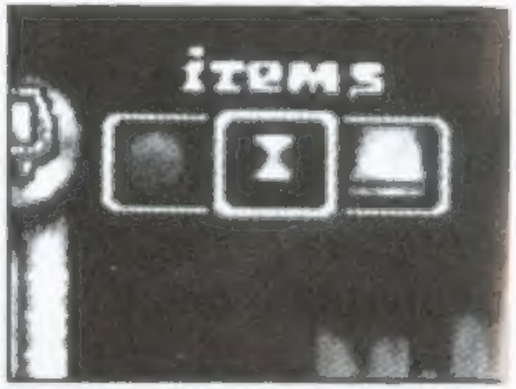
PASSWORDS

When you have completed a level, you will get a password allowing you to get to the next level. To start a password protected level, select the Password option on the introduction screen. To enter a password, press any direction on the CONTROL PAD to highlight a letter, and select it by pressing the B Button. When the password is complete, press the START BUTTON. You will then start play at the next level.

USING THE CONTROLLER



START Button - The START BUTTON either pauses the game or initiates your choice from the menu. The START BUTTON also resumes play after the game has been paused.



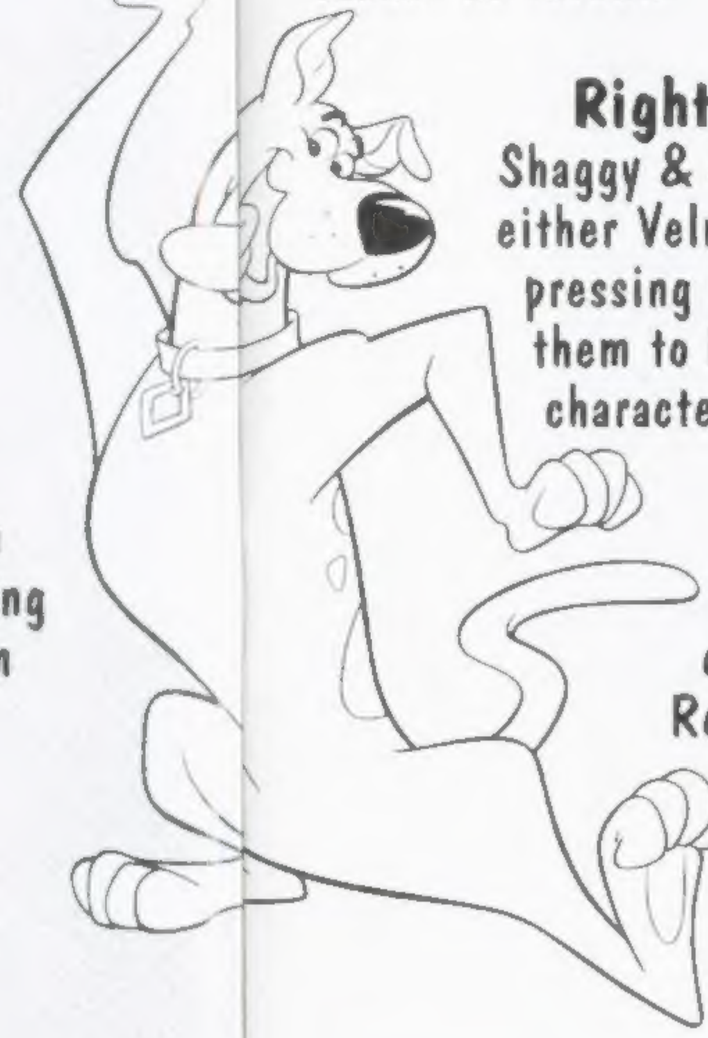
SELECT Button - During the game, the SELECT button can cycle through the objects in Shaggy & Scooby's inventory. The object displayed in the center inventory box is the currently selected object.

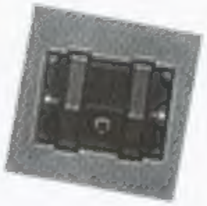
X Button - Holding down the X Button while Shaggy & Scooby are walking causes Scooby to search the floor, sniffing for a scent. He can often reveal hidden objects by doing this and will snicker if he finds anything.

Y Button - Holding the Y Button down while Shaggy & Scooby are walking causes them to start running. This can get them away from any trouble.

B Button - When the B Button is pressed, Shaggy & Scooby jump up in the air. Pressing the B Button while Shaggy & Scooby are walking makes them jump higher and further (this is increased again if it is pressed when they are running).

A Button - Pressing the A Button causes the throwable objects currently selected in the inventory to be thrown in the direction Shaggy & Scooby are facing. Throwing certain objects at the ghosts can scare them away. Objects such as the lamp and key cannot be thrown.





Right Trigger - When Shaggy & Scooby are standing by either Velma, Daphne or Freddy, pressing the Right trigger allows them to have a conversation with that character. (see Characters on page 10)

Left Trigger - Pressing the Left trigger displays a map of the current level on screen. Representations of the game characters are displayed in their correct positions on the map.

HOW TO PLAY SCOOBY-DOO

The gang arrives at the various locations in the game and invariably finds a mystery! They can't leave until they've solved the mystery and caught the villain. Shaggy & Scooby have to walk around the various locations trying to find clues—some exposed, some hidden—in order to solve the mystery. Different areas of the map cannot be entered until a puzzle has been solved or an object is overcome. Objects found come in four categories:

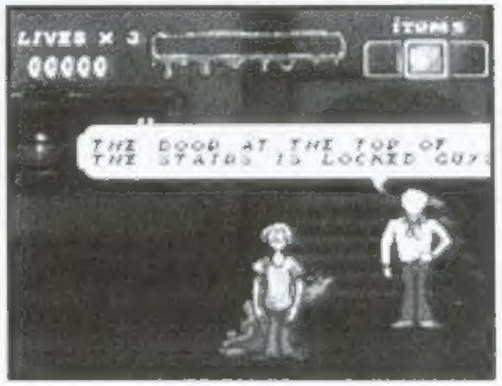
Clues

Puzzles

Traps

Weapons

When objects are taken to Velma, she tells Shaggy & Scooby what they have found and whether it's a clue. Velma pieces the clues together. When she has them all, she can solve the mystery.



Next, Shaggy & Scooby have to find Freddy. He will devise a trap to catch the villain. From Freddy's blueprint of the trap, Shaggy & Scooby can see the objects they need to collect in order to build the trap. The trap objects are visible throughout the game, but can only be picked up when required for the trap. When Freddy has all the trap objects, he builds the trap in an appropriate location. Shaggy & Scooby then have to find the villain and make him chase them, leading him into the trap!

FRIGHTOMETER

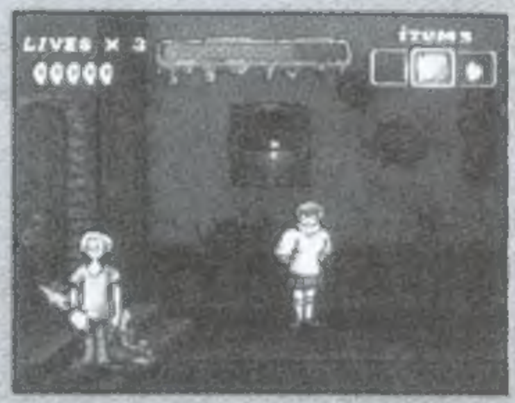
The Frightometer shows how frightened Shaggy & Scooby become as they try to complete the game. If it becomes completely full, Shaggy & Scooby are too frightened to continue and run off! The amount of fright on the Frightometer can be reduced when Shaggy & Scooby are given a Scooby Snack by Daphne. Shaggy & Scooby will do almost anything for a Scooby Snack!

CAPTURE

Throughout the mysteries, gang members can be kidnapped by the villains. They are carried off to another area of the map and abandoned, tied up in a sack! Shaggy & Scooby have to find the missing gang members and release them so they can help Shaggy & Scooby solve the mystery.

GAME CHARACTERS

The other gang members help Shaggy & Scooby in various ways throughout the game. They perform specific tasks detailed below, as well as offering advice on puzzles and other aspects of the game.



VELMA - Velma identifies objects given to her. If she is given a clue, she tells Shaggy & Scooby what it is and keeps the object. When she has been given all the clues, she solves the mystery!

DAPHNE - Daphne gives out Scooby Snacks. She starts each level with 3. Shaggy & Scooby can go to her at any point and ask her for one.

Each Scooby Snack makes Shaggy & Scooby brave enough to face anything and clears the Frightometer.

FREDDY - While the clues are being collected, Freddy tries to design a trap to catch the villain. When the mystery has been solved, Shaggy & Scooby have to find Freddy so he can show them the blueprint of the trap. This blueprint details all of the objects required to build the trap. Shaggy & Scooby's next task is to find all the trap objects and give them to Freddy. Freddy then moves off to the location of the trap and constructs it. Shaggy & Scooby have to find the villain and lead him into the trap so the trap is sprung and the villain is caught.

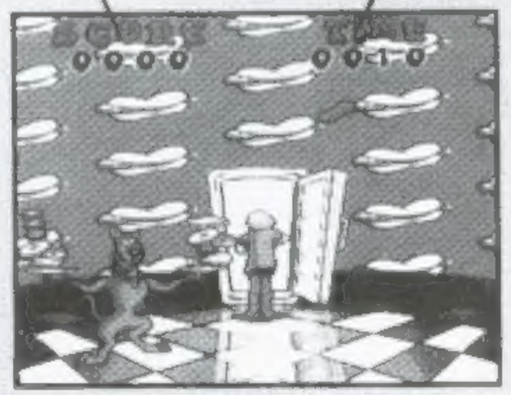
BONUS GAMES

At various points in the game, Shaggy & Scooby have the opportunity to earn Scooby Snacks and extra lives.

WAC-A-MONSTER

During this game, Shaggy has to hit as many ghosts and ghouls as possible as they pop up from vases. If any of the gang members are hit by accident, the time allocated for this game is reduced.

SCOOBY™ SANDWICH SPECIALS



During this game, Shaggy throws food items from the refrigerator at Scooby, who has to try to catch them on the top of his sandwich pile. Each item still in the sandwich special at the end of allocated time is replaced by points. The more points you get, the better the reward at the end of this game. Be careful to keep Scooby balanced, or he's likely to lose his load!

NOTES

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Majesco Sales, Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Dept. at (800) 826-0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof of purchase (UPC code) within the 90-day warranty period to:

   Majesco Sales, Inc.
   244 Fernwood Avenue
   Edison, NJ 08837

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

- Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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